20. A non-transitory computer-readable recording medium comprising programmed instructions operable to cause a computer to perform the texture processing method of claim **11**.

21. A texture processor comprising:

a controller configured to read a texture from among stored textures in response to a texture request;

a format converter configured to determine whether to convert the read texture into a converted texture having a different format than the read texture, based on a degree of texture precision required by a graphics processing unit (GPU); and

a texture filter configured to perform texture filtering using the read texture or the converted texture.

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